PlayStation

NTSC U/C

PlayStation

Suikoden™

幻想水滸伝

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00292
17013

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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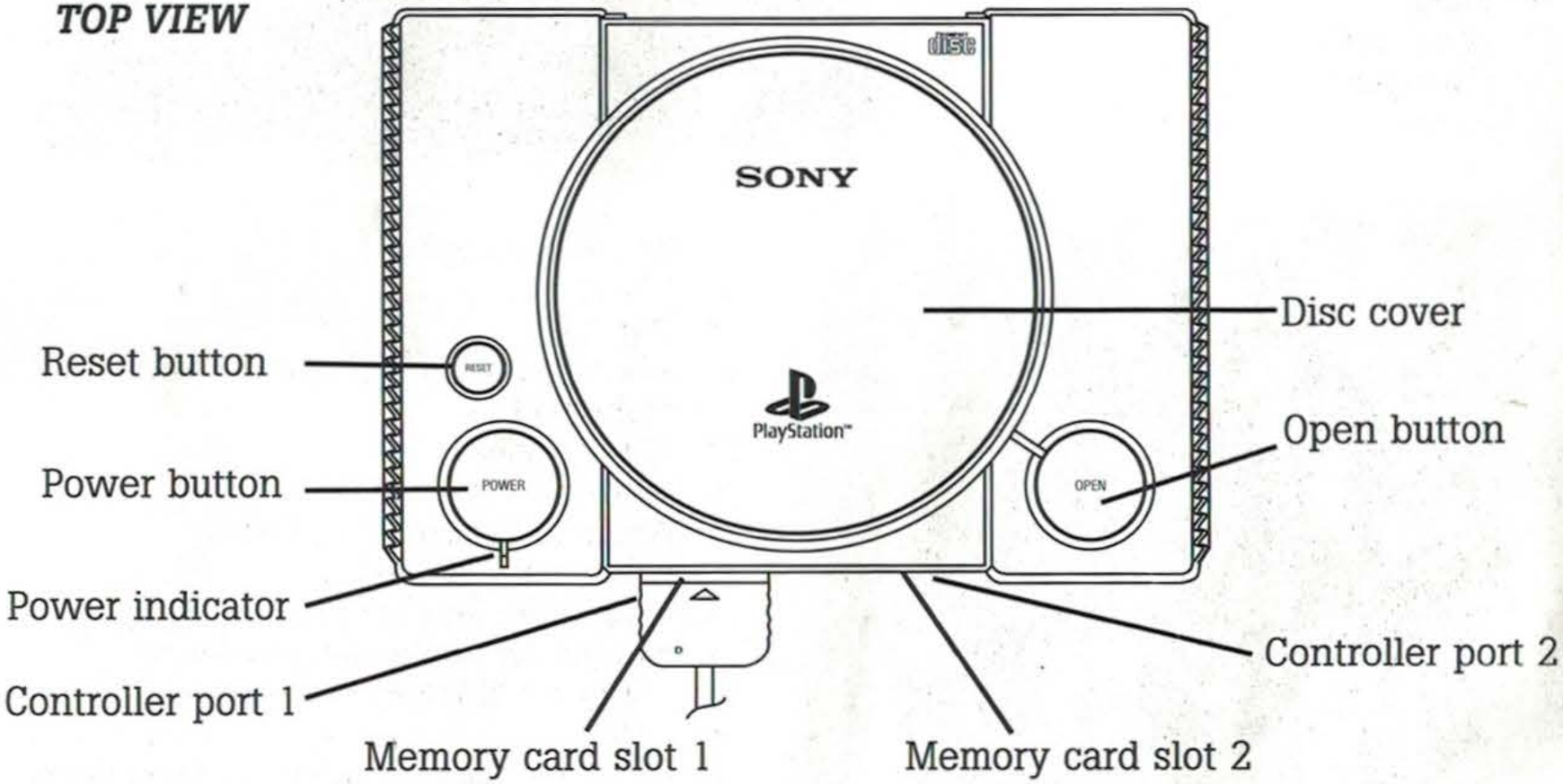
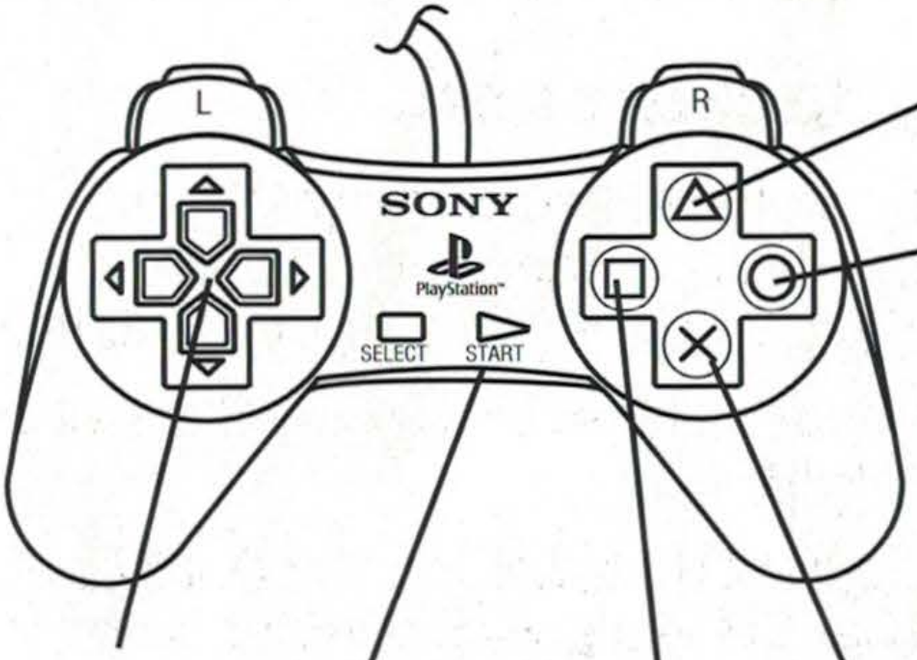
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the Suikoden™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Thank you very much for purchasing Konami's Suikoden. Before playing, please read this manual carefully to ensure correct use.

TOP VIEW



Operating the Controller



△ Button: Not used

○ Button: Cancel commands selected by the ⊠ Button and cancel messages during conversation. (L1 Button can also be used)

Directional Buttons: Move characters in the game and move the cursor in command screens.

Start Button: Start the game

⊠ Button: Select commands, talk to people, and examine items. (L2 Button can also be used)

□ Button: Open the Command window. (Select Button can also be used)

Background

Once there was a hero named Barbarossa–"the Golden Emperor"– hero of the Scarlet Moon Empire. But the sun is now setting on that Empire.

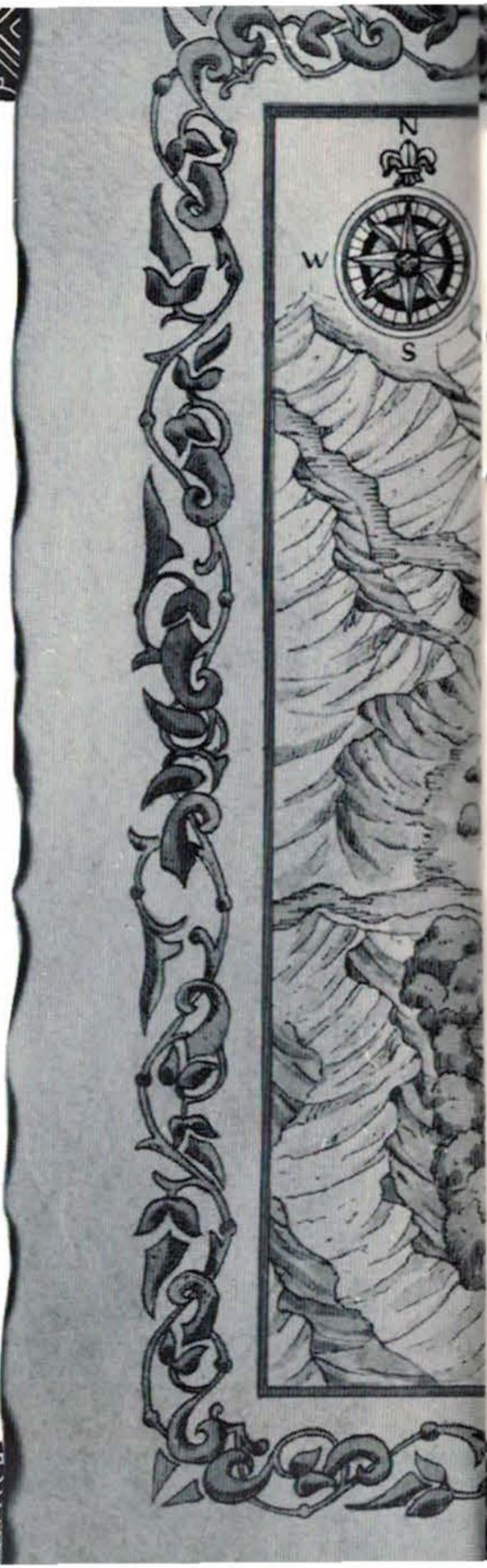
The day is silently drawing near. The 108 Stars of Destiny are gathering.

The son of distinguished soldier Teo McDohl, one of the five Imperial Generals, lives without want for anything, surrounded by his attendant Gremio, his father's servants Cleo and Pahn, and his best friend Ted.

One day, Teo makes a trip to the north to protect his Empire. It is then that the boy realizes his place in the Empire and sees the world with his own eyes for the first time. A world filled with resentment toward the Empire awaits...

Map of the Scarlet Moon Empire

The Scarlet Moon Empire holds sway over the tract of land surrounding Toran Lake. At the mouth of the river, where the waters from Toran Lake flow out into the ocean, lies the seat of the Empire, Gregminster. Lenankamp, the town of trade, is located to the south of Gregminster, while Mt. Seifu rises up in the east. Protecting the area around the Empire's seat are the water fortress Shasarazade and the fortress Kwaba. In the south of the Empire sprawls the Great Forest. In the west are the Warriors' Village and Lorimar, and the Dragon's Den and Dragon Knights' land. The border of the great wasteland to the North is the front-line to the Joston Confederation, a bitter enemy of the Empire.



Starting the Game

We can't recommend highly enough that you use a memory card™ (sold separately) to save your game(s) in progress. This enables you to take breaks, and–more importantly–resume a game from a previous point if you make an unwise decision in the game.

• Insert a memory card into your PlayStation machine. (Warning: if the memory card is not inserted properly, a message telling you there is no memory card will appear on the screen. You can still play the game without a memory card, but the game cannot be saved.)

• From the Title Screen, press the Start Button to get to the Start Screen.

Beginning a New Game

When beginning a new game select **New Game** from the menu, and you will be asked to enter the name of the game's hero. This is the character you play throughout the story–your alter ego, if you will.

• Highlight the desired character with the Directional Buttons and enter it with the ⊠ Button (or L2 Button). If you make a mistake, you can cancel your entry with the O Button (or L1 Button).

• Once you are finished entering your name, the computer will ask you if the entry is OK. Choose **Yes** to start the game or **No** to return to the Name Entry Screen.

Continuing a Game

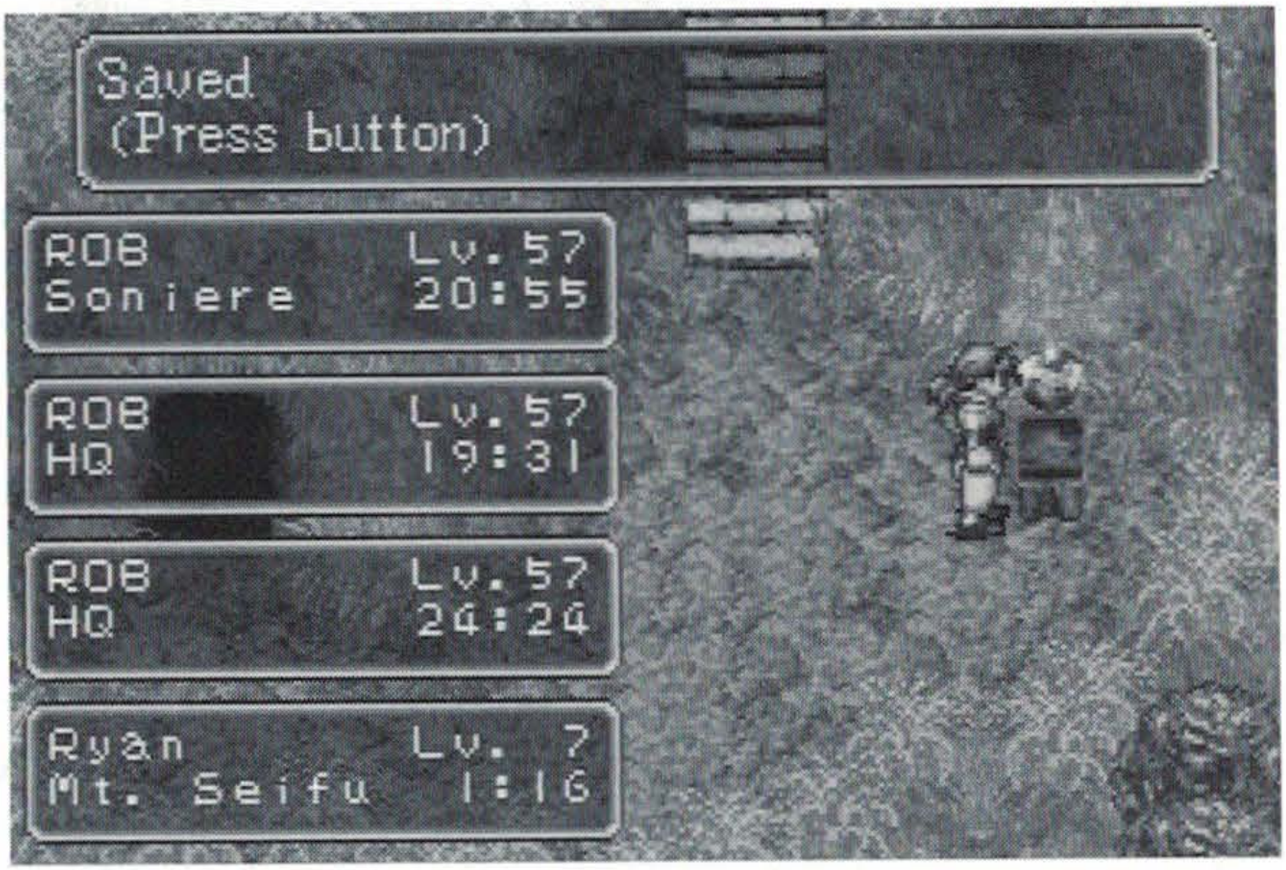
With Suikoden, you can save as many as seven games on one memory card. If you want to continue a saved game, choose **Continue Game** from the Start Screen.

If there is saved data on the card, a screen similar to the one shown below will be displayed. Highlight the game you wish to continue and select it with the ⊠ Button.

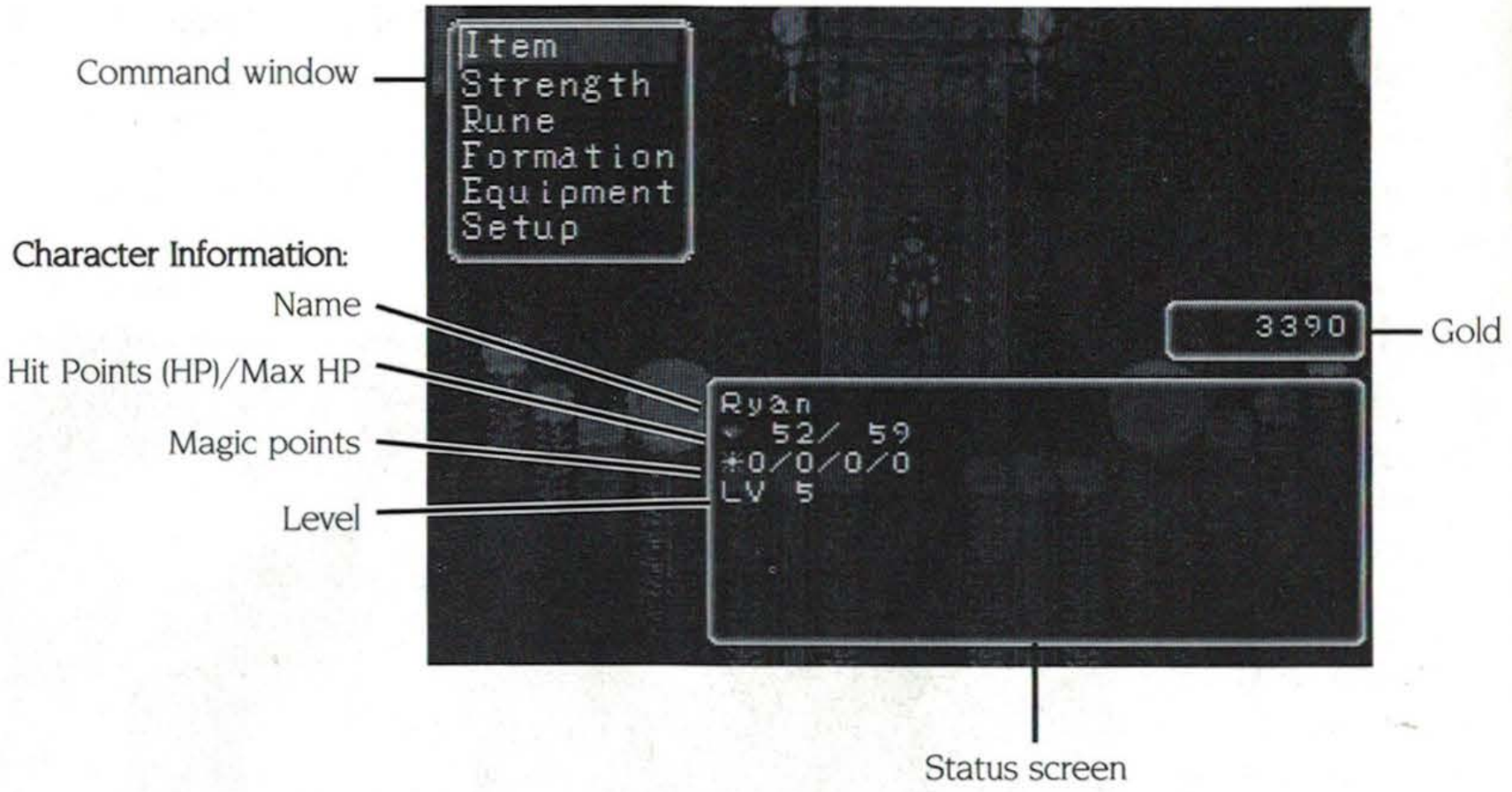
Saving

Games can only be saved at inns or other specified places in the scenario.

Look for a blue sphere on a pedestal during the game. Stand before it and press the ⊠ button to initialize the game save function.



The Game Screen



Normal Commands

Pressing the □ Button in the Map Movement Screen will bring up the Command Window. In this game, commands are divided between normal commands that can be executed in the Map Movement Screen and commands that you can execute when fighting or during battles. Here we will only describe the normal commands. There are six types of normal commands: Item, Strength, Rune, Formation, Equipment, and Setup.

1. Item

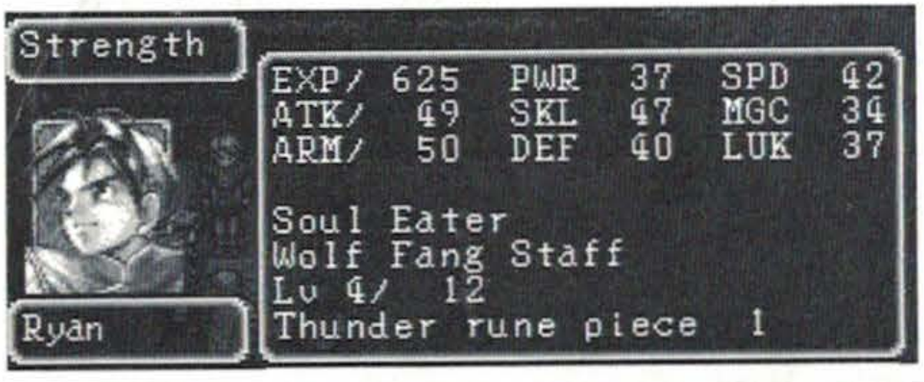
With this command, you can choose to Use, Hand Over (to another player), or Give Up (drop) an item.

Note: Some items cannot be given up.

2. Strength

This command allows you to view the status of each character, his/her weapon, and any runes attached to the character or weapon.

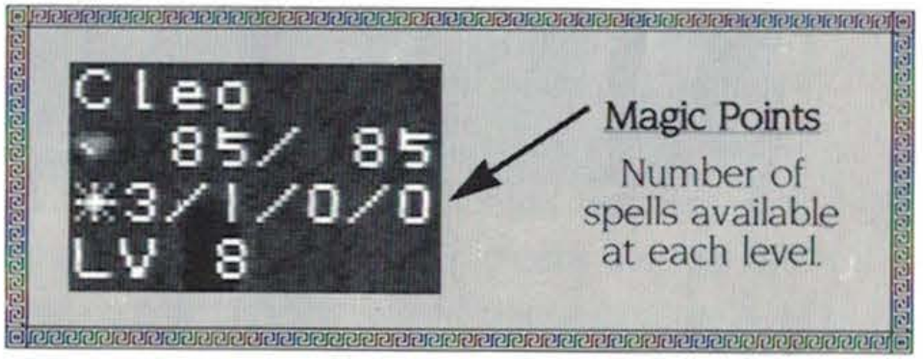
- EXP (experience points): Accumulate 1000 to move up to the next level.
- ATK (attack): The character's attacking power.
- ARM (armor): Defense rating based upon armor, shields, and other protective gear.
- PWR (power): A higher value increases the damage a character inflicts on an opponent.
- SKL (skill): The character's ability to attack successfully and to evade an opponent's attack.
- DEF (defense): Higher values make it difficult for an enemy to inflct damage.
- SPD (speed): Affects the order of attack. Faster characters attack quicker.
- MGC (magic): Magic ability; affects the frequency of attacks and the amount of damage inflicted.
- LUK (luck): With a lot of luck, a character can more easily dodge an enemy and can occasionally strike a crushing blow.



3. Rune

The Rune command is used to cast magic spells. First, select a character with magic ability. The available Runes will be displayed. Highlight the Rune you wish to use and select it with the ⊠ Button. Certain Runes–such as the Fire and Water Runes–can be used after they have been lodged in the character's body.

There are four levels of magic spells, each requiring a different amount of Magic Points. The highest level that can be used by a character will be decided by that character's magic ability. Characters with low magic ability can only cast low-level spells, until their magic ability increases. After using a magic spell once, the number of points required for that spell will be subtracted from the characters total Magic Points. When a character's Magic Point total reaches zero, that character cannot cast any more spells. Magic Points can be restored by resting at inns.



Note: By taking a Crystal to a Rune Master, characters can have the Master embed the spell of a Rune in their body. A character cannot cast a spell without the Rune and without taking its spell into his or her body. Crystals can be obtained in fights with monsters or can be found in treasure chests.

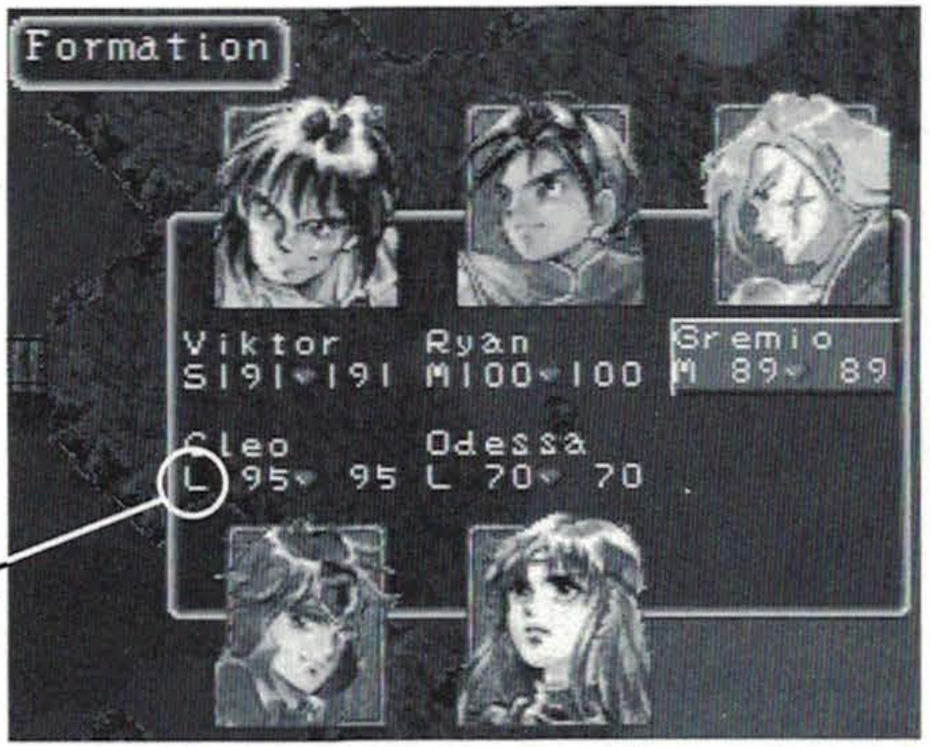
4. Formation

Here you can change the positioning of characters in battle between front guard and rear guard. Choose positions for your characters carefully, as the formation will place limits on your attacking methods as well as your enemy's.

Note: There are (S)hort-, (M)edium-, and (L)ong-range weapons.

Short-range weapons can only be used in the front guard.

Front guard



Rear guard

Medium-range weapons can be used in either position, but can only reach the enemy's front guard.

Long-range weapons can be used in either position and can reach the enemy's front and rear guards.

5. Equipment

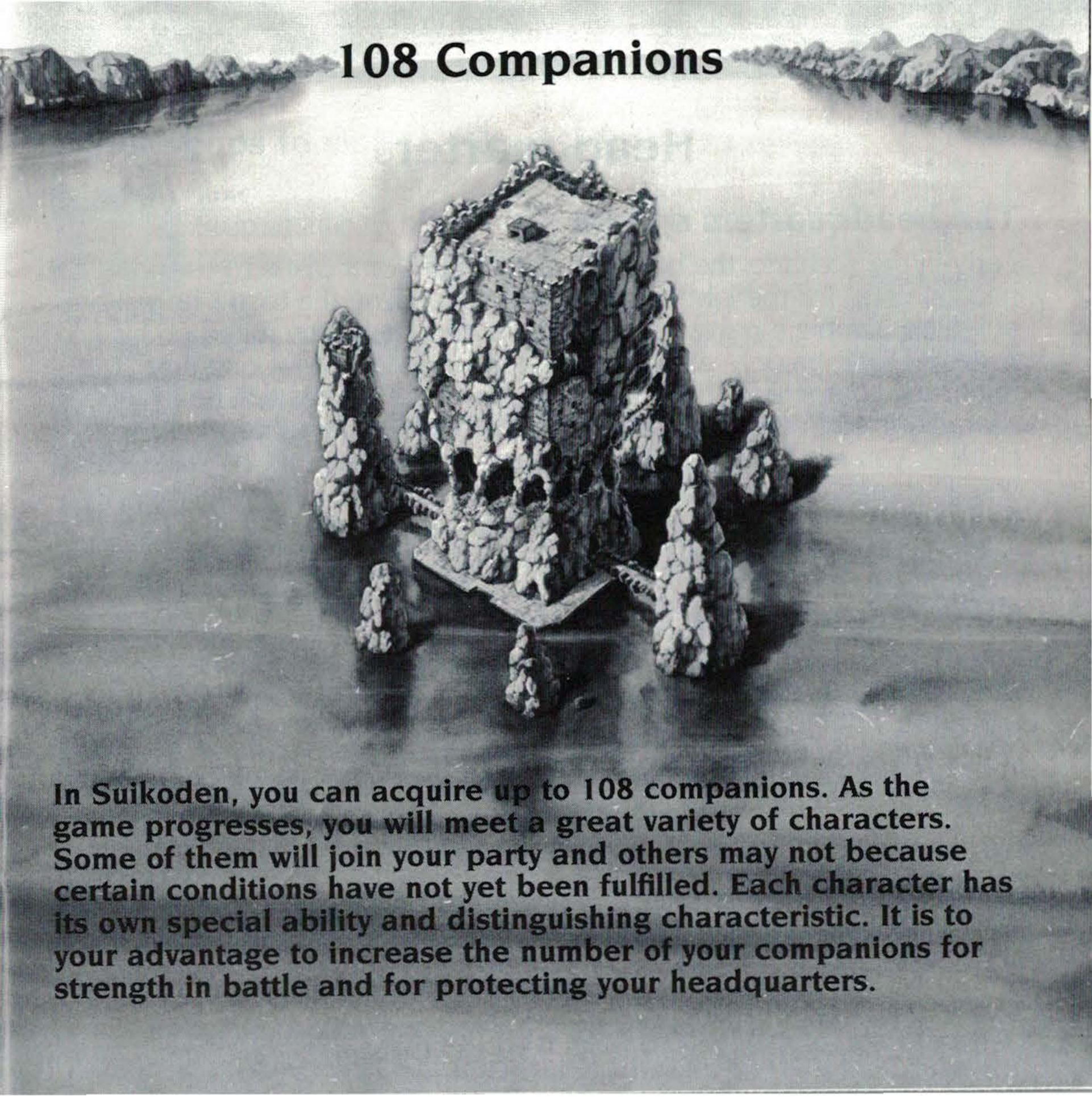
Here you can equip your characters with armor, shields and other protective gear. First select the character who will use the item, then select the item to be equipped. Only equipment that can be worn by the selected character will be displayed.

Note: Some characters may be using items that cannot be changed.

6. Setup

This command allows you to change various settings, such as message speed and sound options.

108 Companions



In Suikoden, you can acquire up to 108 companions. As the game progresses, you will meet a great variety of characters. Some of them will join your party and others may not because certain conditions have not yet been fulfilled. Each character has its own special ability and distinguishing characteristic. It is to your advantage to increase the number of your companions for strength in battle and for protecting your headquarters.

Headquarters

The headquarters system

Early in the scenario, the hero will take control of a castle to use as headquarters for the Liberation Army. Upon taking the castle, he will be able to assemble a party from the characters he has recruited on his journey. However, only six characters can be in a party at one time. The remaining companions must wait in readiness at the castle. The characters left in the castle all have duties for helping to develop the castle. If you acquire Rock the storage guard, for example, he will build you a storage area in which to keep your items and other valuables. By increasing the number of companions, your castle will grow larger as each character lends his or her services to you.

The main functions of the castle

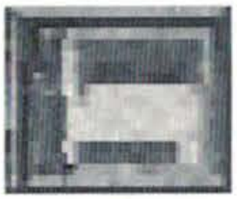
Return Spell: If you acquire a character that can use the Return Spell, you can return to the castle from anywhere in the Empire with a Blinking Mirror.

Teleport: Using the Blinking Mirror, you can teleport to any village or castle that you have visited before.

Exchanging Members: You can exchange members if you talk to Sanchez or Mathiu.

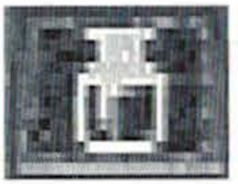
Wars: Check with your military advisor and strategist often to stay abreast of current events.

Other shops to visit



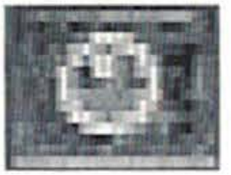
Inns
Stop at inns to restore your members' hit points and magic points, or to save the game.

Hardware
You can buy and sell magical items, potions and medicines.

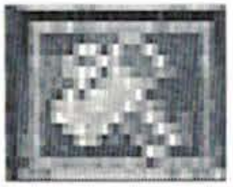


Clothing
You can buy and sell armor and items at their respective shops.

The Rune Masters
To gain special abilities and magic spells, a character must have a rune attached to his/her body. The Rune Master will do this for you, but you must take him a Crystal.



The Smiths



Increase the level of your weapons at a smith's shop. The smiths have different ranks, though, and the amount you can enhance your weapon is limited by the smith's rank. You can also give your weapons special powers using Rune Pieces, which some smith's will attach for you.

The Appraisers
Occasionally you will obtain an ancient artifact after winning a battle.. Take these unknown items to an Appraiser to have them identified.

Fighting

If you encounter an enemy in the Map Movement Screen, the display will change to a fight scene.

Entering commands in a fight scene

Fight

Selecting this command brings up a menu display of five fighting strategies: Attack, Defend, Rune, Item, and Unite.

Attack: Attack with a weapon

Defend: Take a defensive stance

Rune: Cast a spell

Item: Use the selected item

Unite: Attack in combinations

Run

Select this when you want to flee from the enemy without fighting. However, you will not always be allowed to run away.

Bribe

Sometimes you can avoid a fight by bribing the enemy with money. The enemy may not let you get away if the amount is too low.

Free Will

Fighting runs automatically, with all players attacking with their weapons.

Formation

During battle, both you and your enemy assume formations in which members are either in the front guard or the rear guard.

Front guard: Characters can use any style of attack, including direct attack. The disadvantage is that they are vulnerable to more damage.

Rear guard: Characters can only attack with magic or medium- to long-range weapons. They cannot be engaged in hand-to-hand combat by the opponent. If a player in the front guard becomes unable to fight, a player behind him becomes part of the front guard.

Unite

This selection will allow you to fight in combination with other players. Specific combinations of two or more characters can have spectacular results.

Examples:

- Gremio and Pahn together will inflict 1.5 times the damage on an enemy.
- Tai Ho and Yam Koo will inflict twice the damage on an enemy, but will not be able to move the next turn.
- Anji, Kanak, and Leonardo will inflict twice the amount of damage when lined up together directly in front of an enemy.

There are many other effective combinations, but you must experiment uniting different members of your party.

Abnormalities in a Character's Status

Characters may be inflicted with various troubles during a fight. Most of these go away automatically after the fight is over, but some do not. It is wise to keep an eye on each character's status.

Status	Condition	Cure
Poison	Hit points decrease when the character moves	Antidote; cure spell; moving limited intervals at a time
Paralysis	Can do nothing during the battle	Cure spell; cured automatically at the end of the fight
Silence	Cannot cast spells	During battle: Mother Ocean or Yell spells
Bucket	Success in direct attacks is cut in half	OK on the next turn
Balloons	A balloon is attached to the character's head. Three balloons will cause the character to float up and off the screen.	Cure spell; needle
Staggering	Cannot move for one turn	
Unable to fight	Can do nothing during the battle	After battle: Medicine or Cure spells

Major Battles

Once you have progressed a certain amount into the story, you will begin to face major battles. In accordance with your progress in the scenario, the battles will suddenly break out when you begin speaking to your strategist Mathiu.

Fighting major battles

Battles between the Liberation Army and the Imperial Army unfold like a card game.

When a battle breaks out, all of the companions you have collected so far are separated into established groups (as many as three in a group) and displayed on the screen.

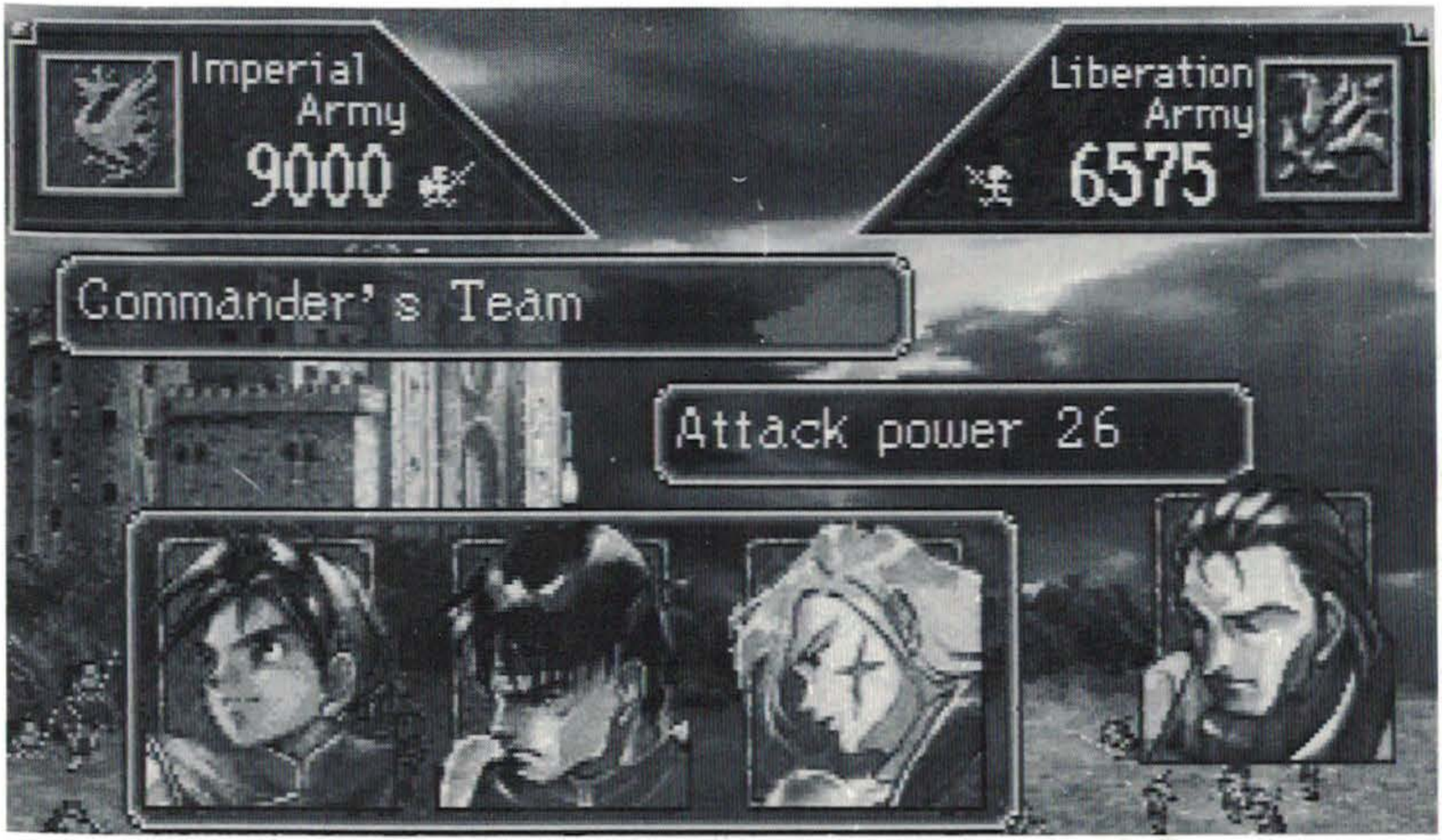
You select a group with which to attack. After a group has attacked once, it cannot be used again for the remainder of the battle. Next, the Imperial Army's choice of attack method is displayed, followed by the results of the attack.

This pattern is repeated until the troop strength of one side reaches zero. If the Imperial Army's troop strength hits zero first, the Liberation Army wins. However, if the Liberation Army's troop strength drops to zero, you lose the battle and must start over from the last point at which you saved the game.

It is advantageous to have many companions for major battles. Thus, if you lose a battle, try increasing the number of your companions before trying again.

Battle groups

In a major battle, the 108 companion characters are divided up into prearranged groups for fighting. Each group consists of three characters: one commander and two that are second in command. Some groups may be missing characters who have not yet joined the party. In this case, the fighting strength of the group will be lower.



Attacking methods

The following are the various methods of attack available, each with their special characteristics and temperament.

Charging attack
Good against arrow attacks. Weak against magic.

Bow and arrow attack
Strong against magic attacks. Weak against charges.

Magic attack
Strong against charging attacks. Weak against arrow attacks.

Special

Strategist: Increase the strength of charging attacks over several turns.

Ninja: Learn the opponents next strategy.

Dragon Knight: Attack with a dragon. Weak against arrow attacks.

Merchant: Bribe the enemy to change sides. Sometimes fails.

Thief: Learn the opponent's next strategy. Sometimes fails.

List of Runes

Soul Eater
One of the 27 Runes of Truth. Central to the story. Often called the Curse Rune or the Rune that governs life and death.

Rune of the Gate
One of the 27 Runes of Truth. Said to have the power to link worlds.

Earth Rune
Gives its owner the ability to use earth spells, which consist mostly of spells having special effects.

Dragon Rune
One of the 27 Runes of Truth. This Rune's power allows dragons to exist in this world. Currently in the possession of the Dragon Knight Joshua.

Water Rune
Gives its owner the ability to use water spells, which are mostly curing spells.

Counter Rune
Doubles your ability to deliver an effective counter blow.

Killer Rune
Doubles your effectiveness in delivering a critical blow

Lightning Rune
Gives its owner the ability to use lightning spells, which cause great damage to the enemy

Fire Rune
Gives its owner the ability to use fire spells, which are mostly attacking spells.

Spark Rune
When one character is equipped with this Rune, all other characters can use its power.

Wind Rune
Gives its owner the ability to use wind spells, consisting of both spells of attack and curing.

Phero Rune
Makes a character of the opposite sex protect you from attacks

Turtle Rune
Protects you from all status abnormalities.

Clone Rune
Allows your character to attack leaving a cloned image behind.

Prosperity Rune
Allows you to receive double the amount of gold when slaying a monster

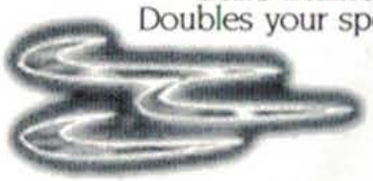
Double-strike Rune
Delivers two blows at one time in hand-to-hand combat.

Fortune Rune
Doubles your experience points.

Hazy Rune
Cuts a monster's successful attacking effectiveness in half.

Boar Rune
Owned by Pahn. Knocks the enemy senseless, causing twice the amount of damage, but making you incapacitated on your next turn.

Gale Rune
Doubles your speed.



Holy Rune
Allows you to run quickly over the terrain

Hate Rune
In Ronnie Bell's possession. Fires a screaming bullet.

Falcon Rune
Owned by Valeria. Rains punishing blows on the enemy.

Resurrection Rune
Gives its owner the ability to cast resurrection spells. Contains cure and attacking spells, and can be used to heal a character unable to fight.

Crystals
House Runes

Champion's Rune
Keeps weaker enemies hiding in the shadows.

Shrike Rune
Owned by Kasumi. Produces special attacks.

Sunbeam Rune
Restores your hit points little by little as you walk.

Healing Items

You can find these items, win them in battle, or buy them at Hardware stores:

Item	Effect:
Medicine	Restores 100 HP
Antidote	Restores 500 HP
Antitoxin	Counteracts poison
Needle	Removes balloons

Attribute Related Rune Pieces

Sometimes you will come across these rune pieces which will help improve a characters attributes. Select the item, then use it on a character of your choosing.

Power Rune Piece: Increases a character's strength.

Skill Rune Piece: Increases a character's skill.

Defense Rune Piece: Increases a character's defending ability.

Magic Rune Piece: Increases a character's magic ability.

Speed Rune Piece: Increases a character's speed.

Fortune Rune Piece: Increases a character's luck.

Other Items of Interest

Dragon Seal Incense: Restores some of the HP of all characters when used in battle.

Blinking Mirror: Returns the party to Liberation Army Headquarters. (Cannot be used during fights or battles.)

Suiko Map: Allows you to view the entire map.

Sacrificial Buddha: Automatically restores the HP of the character who possesses it, should the character become incapacitated in battle.

Escape Talisman: Removes the party from a dungeon.

Introduction to the Liberation Army

Hero (You select the name!)

Son of Teo McDohl, one of the five Imperial Generals, and hero of the game.

Ted (? years old)

Best friend of the hero. A child orphaned by the war, he was taken in by Teo.

Gremio (27 years old)

A childhood friend of the hero, whom he is always worrying about.

Cleo (28 years old)

A servant of Teo McDohl who is like an older sister to the hero.

Viktor (29 years old)

A drifter from the North who introduces the hero to Odessa, leader of the Liberation Army.

Pahn (29 years old)

A servant and hanger-on of Teo McDohl. Serious by nature. A heavy eater.

Odessa (24 years old)

Founder of the Liberation Army. Throwing away her rights as a member of the Empire's nobility, she puts all her efforts into the Liberation Movement.

Mathiu (35 years old)

Once a respected tactician of the Imperial Army, he now operates a private school in the village of Seika.

Luc (14 years old)

A young magician training under Leknaat who has a certain flaw in his personality.

Leknaat (? years old)

An astrologist living on Magician's Island who lost her sight. The younger sister of Windy, the Imperial Magician.

Flik (25 years old)

One of the earliest members of the Liberation Army. Odessa's boyfriend. Popularly called Blue Thunder.

Humphrey (32 years old)

Formerly a commanding officer of the Imperial Army in charge of 100 soldiers. One of the first to join the Liberation Army. His nickname is Long Sword Humphrey.

Varkas (34 years old)

A leader of the bandits holed up on Mt. Seifu. Curiously, he gets along well with Sydonia.

Sydonia (22 years old)

Another leader of the bandits holed up on Mt. Seifu.

Tai Ho (34 years old)

A fisherman in the town of Seika.

Lepant (42 years old)

A wealthy merchant living in the town of Kouan. He is discontent with the condition of the Empire, but obeys the Emperor's commands for the sake of his family.

Yam Koo (25 years old)

An apprentice to Tai Ho, who is like a brother. He occasionally has to restrain Tai Ho, who has a reckless streak.

Eileen (32 years old)

Wife of Lepant who is very graceful and ladylike, but has a strong will.

Krin (27 years old)

A thief with his sights on the family heirlooms in Lepant's mansion.

Juppo (26 years old)

A jester who sponges off of Lepant at his mansion.

Kirkis (24 Elf-years old)

He campaigns for the Liberation Army, Elves, and Dwarves alike to band together in order to save the Village of the Elves.

Valeria (26 years old)

Formerly an officer of the Imperial Army, she betrays the Empire in order to save the Village of the Elves from being burned to the ground by the Burning Mirror.

Sylvina (17 Elf-years old)

Granddaughter of an Elf elder. Also, Kirkis' girlfriend, whose heart she cannot seem to understand.

Black Ears (20 Kobold-years old)

A Kobold who tries to help families taken off by the Imperial Army.

Gen (26 years old)

A shipbuilder who lives in the village of Teien. Friends with Kamandohl, but the two are always arguing.

Kamandohl (55 years old)

An alchemist living in the village of Teien.

Kimberly (32 years old)

An old friend of Mathiu who lives in the town of Antei, where she makes counterfeit seals.

Kasumi (16 years old)

A female Ninja born and raised in the village of Rokkaku who comes to warn the Liberation Army of impending danger.

Mose (37 years old)

Superintendent of the Liberation Army's secret factory. Everyone calls him "Pop," but he does not care for the name much.

Liukan (? years old)

A highly renowned doctor, known especially for his skill in mixing mysterious potions of medicinal herbs.

Hix (17 years old)

A boy who lives in the Warrior's Village. He has feelings for Tengaar, but is shy and cannot tell her so.

Vincent de Boule (31 years old)

A nobleman of the Empire who describes himself as a man pursuing knowledge. Is he just an impostor?

Tengaar (15 years old)

Daughter of the Warriors' Village chief.

Introduction to the Liberation Army

Barbarossa (52 years old)

Seventeenth emperor of the Scarlet Moon Empire. Hero of the war for succession to the throne, he is called the Golden Emperor.

Windy (? years old)

The Imperial Magician. It is said that in her charming features traces can be seen of the Emperor's dead wife Claudia.

Teo McDohl (42 years old)

Father of the hero. The Emperor's most trustworthy general.

Sonya Shulen (27 years old)

One of the five Imperial Generals. A lady of beautiful features who commands the Imperial Navy.

Kwanda Rosman (36 years old)

One of the five Imperial Generals. He has defended the Emperor from many impending dangers, earning him the nickname Iron Wall Rosman.

Kasim Hazil (43 years old)

One of the five Imperial Generals. His skill with a sword is said to exceed that of the Emperor himself. He is called Blue Moon Kasim.

Yuber (? years old)

The Black Knight.

Neclord (400 years old)

A vampire.

List of the 108 Stars of Destiny

1. Hero
Tenkai Star
2. Lepant
Tengou Star
3. Mathiu
Tenki Star
4. Luc
Tenkan Star
5. Humphrey
Tenyu Star
6. ?
Tenyu Star
7. ?
Tenmou Star
8. ?
Teni Star
9. Gremio
Tenei Star
10. Warren
Tenki Star
11. Kun To
Tenfu Star
12. Cleo
Tenman Star

13. Viktor
Tenko Star
14. Valeria
Tensyo Star
15. ?
Tenritsu Star
16. ?
Tensyo Star
17. Flik
Tenan Star
18. Camille
Tenyu Star
19. Kreutz
Tenku Star
20. Stallion
Tensoku Star
21. Kage
Teni Star
22. Fu Su Lu
Tensatsu Star
23. Kirkis
Tenbi Star
24. ?
Tenkyu Star

25. Pahn
Tentai Star
26. ?
Tenjyu Star
27. Anji
Tenken Star
28. Tai Ho
Tenhei Star
29. Kanak
Tenzai Star
30. Yam Koo
Tenson Star
31. Leonardo
Tenpai Star
32. Hix
Tenrou Star
33. Tengaar
Tensui Star
34. Varkas
Tenbou Star
35. Sydonia
Tenkoku Star
36. Eileen
Tenkou Star

37. ?
Hhikai Star
38. Georges
Chisatsu Star
39. Ivanov
Chiyu Star
40. Jeane
Chiketsu Star
41. Eikei
Chiyu Star
42. Maximilian
Chii Star
43. Sancho
Chiei Star
44. ?
Chiki Star
45. ?
Chimou Star
46. Tesla
Chibun Star
47. Jabba
Chisei Star
48. Lorelai
Chikatsu Star

49. Blackman
Chitou Star
50. Joshua
Chikyou Star
51. Morgan
Chian Star
52. Mose
Chiziku Star
53. Esmeralda
Chikai Star
54. Melodye
Chisa Star
55. Chapman
Chiyu Star
56. Liukan
Chirei Star
57. Fukien
Chijyu Star
58. Futch
Chibi Star
59. Kasumi
Chikyu Star
60. Maas
Chibaku Star

61. ?
Chizen Star

62. Fuma
Chikou Star

63. Moose
Chikyou Star

64. Meese
Chihi Star

65. Sergei
Chisou Star

66. Kimberly
Chikou Star

67. Sheena
Chimei Star

68. Kessler
Chisin Star

69. Marco
Chitai Star

70. Gen
Chiman Star

71. Hugo
Chisui Star

72. Hellion
Chisyu Star

73. Mina
Chiin Star

74. Milia
Chii Star

75. Kamandohl
Chiri Star

76. Juppo
Chisyun Star

77. Kasios
Chiraku Star

78. Viki
Chitatsu Star

79. Rubi
Chisoku Star

80. Vincent de Boule
Chichin Star

81. Meg
Chikei Star

82. Taggart
Chima Star

83. Giovanni
Chiyou Star

84. Quincy
Chiyu Star

85. Apple
Chifuku Star

86. Kai
Chihi Star

87. Lotte
Chiku Star

88. ?
Chiko Star

89. Onil
Chizen Star

90. Black Ears
Chitan Star

91. Gon
Chikaku Star

92. Antonio
Chisyu Star

93. Lester
Chizou Star

94. Kirke
Chihei Star

95. Rock
Chison Star

96. Ledon
Chido Star

97. Sylvina
Chisatsu Star

98. Ronnie Bell
Chiaku Star

99. Gaspar
Chisyu Star

100. Window
Chisu Star

101. Marie
Chiin Star

102. Zen
Chikei Star

103. Sarah
Chisou Star

104. Sansuke
Chiretsu Star

105. Qlon
Chiken Star

106. Templeton
Chimou Star

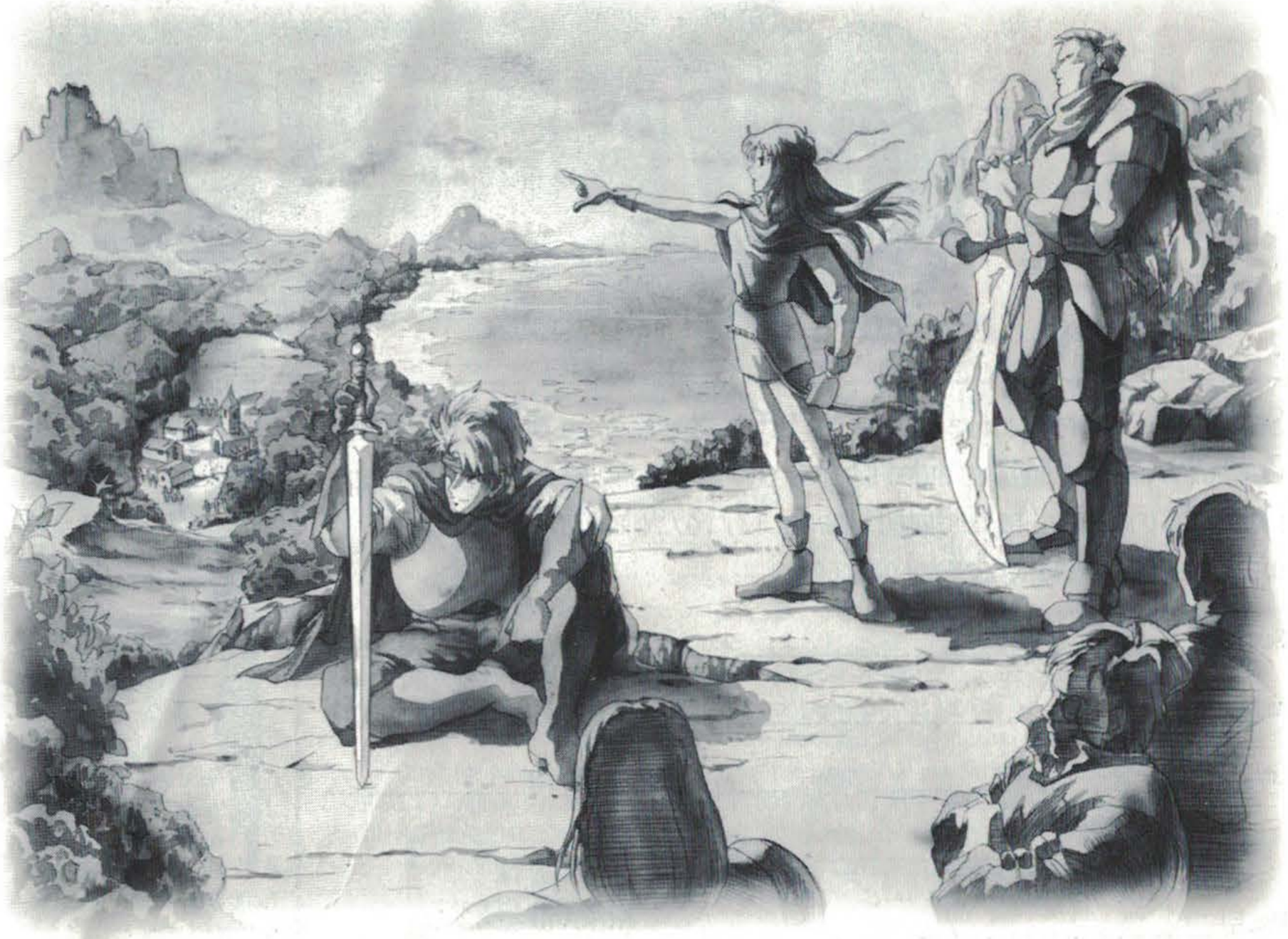
107. Krin
Chizoku Star

108. Chandler
Chikou Star

Suikoden notes

Sometimes a character can't be recruited into the liberation Army until you accomplish another task or present them with something. Keeping track of these objectives is important.

Character or item City/location



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